



CALTRANS COMMUTER ALERT

11-004e

Date: Tuesday, January 18, 2011 (0830)
District: 8 - Riverside and San Bernardino Counties
Contact: Darin Cooke
Phone: (909) 383-4631

Update Tuesday, January 18, 2011 (0830)

WORK CANCELED TODAY – RESUMES TOMORROW

Interstate 15 Emergency Paving Project

Motorists are advised to expect lengthy delays.

San Bernardino County – Caltrans, along with Granite Construction, will be conducting an emergency paving project at various locations in both directions (one location per day) on Interstate 15 between Kenwood Avenue and Oak Hill Road to repair pavement that was damaged during the recent storms. The work will close lanes in one direction per day for about one-mile increments (see details below). The work hours start at either 8:00 a.m. or 9:00 a.m. (depending on direction of travel) and continue to 3:00 p.m., Tuesdays through Thursdays until the end of January 2011. No work will take place Fridays through Mondays. **Lane closures are necessary for the work, however two lanes will be available to traffic.**

LOCATION	DATE	CLOSURE HOURS	LANE INFORMATION
Northbound Interstate 15, from Kenwood Ave to SR-138	Tuesday, January 18	8:30 a.m. to 3 p.m.	Moving lane closure to relocate equipment from south to northbound I-15
Northbound Interstate 15, at truck scales south of SR-138	Wednesday, January 19 to Thursday, January 20	8:30 a.m. to 3 p.m.	At least two lanes will be open at all times

DETOUR: LA County motorists going to the High Desert area or toward Barstow, Baker and Vegas may use I-5 north to SR-14 toward Palmdale, then take SR-138 west to SR-18 east back to I-15. Inland Empire or Orange County motorists traveling I-15 northbound this week are advised to avoid travel during work hours.

Please be aware of construction crews and **SLOW FOR THE CONE ZONE**. This “Alert” will continue to be updated with new information throughout the project. For more information on this and other Caltrans projects, visit our Web site at **www.caltrans8.info** and click on “News and Document Center.”

#



caltrans8



caltrans8



**SLOW FOR THE
CONE ZONE**
CALTRANS